

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 <sup>st</sup> level 8+ hcp 5+ cards suit: responses are nat. not forcing cue F1	
Gesthem (see additional sheet)	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
2 <sup>nd</sup> = 15-17 balanced, system on	
4 <sup>th</sup> = 9-12 balanced also without stop, natural answers	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: weak	
Ghestem (see additional sheet)	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
VS. NT (vs. Strong/Weak	
Strong NT	Double 1 suiter
	2♣ = Minors
	2♦ = Majors
	2♥/2♠ = 5+♥/♠ and a minor 4+
Weak NT	Double = same value
	See above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double = opening hand	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
Redouble = 9+	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	<b>Low</b> = pos. with H	<b>Low</b> = pos. with H	
NT	4 <sup>th</sup> highest		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Same	
King	KQx+	Same	
Queen	QJ+	Same	
Jack	J10+	Same	
10	109+, 10x	Same	
9	H98+, 9xx, 9xxxx	Same	
Hi-X	Even	Same	
Lo-X	Odd	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Low = Enc	Low=Odd	Suit preference
NT: 1st	Low=Enc		Suit preference
Signals (including Trumps):			
Roman Lavinthal discard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
<b>PLAYERS: Cees van Dam – Helmut Bourquin</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ 12-20 3+	
1♦ 12-20 3+	
1♥ 12-20 5+	
1♠ 12-20 5+	
1NT 15-17	
2♣ Strong	
2♦ Multi, Weak in Majors, or balanced 19-20	
2♥/2♠ 5+ and 4+ in 1 minor 6-10	
2/1 game forcing ( <b>not with a passed hand</b> )	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ Multi, Weak in Majors, or balanced 19-20	
1♣-1♦ = 4+♥	
1♣-1♥ = 4+♥	
1♣-1♠ = 6-9 no 4 major	
1♣-1NT = 10-11 no 4 major	
1♣-2NT = 15+ no 4 major	
1♣-3NT = 12-14 no 4 major	
1♣-2♠ = 6-10 5+♣	
1♣-2♣ = 13+ 5+♣ GF	
1♣-3♣ = 0-5, 5+♣	
1♦-2♦ = 13+, 5+♦ GF	
1♦-3♦ = 0-5, 5+♦	
1♦-2♠ = 6-9, 5+♦	
1♥/1♠-2NT = 4+♥/4+♠, 15+ GF	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
<b>PSYCHICS: rarely</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥		See general approach		
1♦		3	4♥		See general approach		
1♥		5+	4♦	12+	1♠ = 6+, 4+♠ 1NT = 6+ F1 (with passed hand not forcing) 2♣ = GF with ♣ or balanced 2♦ = GF 5+ cards 2NT= 15+ 4+♥ <hr/> 3♣ = 4 carder ♥ 6-9 3♦ = 4 carder ♥ 10-11 3♠ = 4 carder ♥ 12-14	3x=short, slam keen, suit repeat = 6 cards, slam keen, 4 minor = 5+5+ slam keen, 4♥ = 12-14	Support double
1♠		5+	4♦	12+	1NT=6-9 2♣=FG with ♣ or balanced 2♦/2♥ FG 5+ cards <hr/> 2NT= 15+ 4+♠ 3♣ = 4 carder ♠ 6-9 3♦ = 4 carder ♠ 10-11 3♥ = 4 carder ♠ 12-14	3x=short, slam keen, suit repeat = 6 cards, slam keen, 4 minor = 5+5+ slam keen, 4♠ = 12-14	Support double
INT				15-17 balanced	2♣ = non forcing Stayman 2♦ = Transfer to ♥ 2♥ = Transfer to ♠ 2♠ = Transfer to ♣ 2NT = Transfer to ♦	2♥/♠ accept transfer 3♥ = 4 cards 17HP 3♠ = 4 cards 17HP 2NT= fit in ♣ 3♣ = fit in ♦	After intervention we play Lebensohl slow approch
2♣	x	0		Strong	2♦ = Relay		
2♦	x	0		Weak in 1 major or 19-20 balanced	2♥ = Relay 2♠ = ♥ fit 2NT = Strong relay Any other bid = to play	3♣ = weak in ♥, 3♦ = weak in ♠, 3♥ = upper limit in ♠, 3♠ = upper limit in ♥, 2NT = 19-20	
2♥		5		6-10, 5♥ and 4+ minor	2NT = describe your hand 3♣ = pass or correct	3♣, 3♦ = second suit	
2♠		5		6-10, 5♠ and 4+ minor	2NT = describe your hand 3♣ = pass or correct	3♣, 3♦ = second suit	
2NT				21-22 balanced	3♣ = puppet Stayman	3NT = no 4/5 major, 3♦ = 1 or 2 major 4 carder, 3♥/♠ = 5 cards	After 3♦, 3♥ = 4 cards ♠ 3♠ = 4 cards ♥
3♣		7		Pre-empt			
3♦		7		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT					7 cards in minor hold by A K Q, without A or K outside		

# Supplementary sheet

## Two suiter jump overcalls

Over 1♣ openings: 2♦ = ♥♠,	2NT = ♦♥,	3♣ = ♦♠
Over 1♦ openings: 2♦ = ♥♠,	2NT = ♣♥,	3♣ = ♣♠
Over 1♥ openings: 2♥ = ♣♠,	2NT = ♣♦,	3♣ = ♦♠
Over 1♠ openings: 2♠ = ♣♥,	2NT = ♣♦,	3♣ = ♦♥

## Roman Key Card Blackwood

4NT (Key card asking): 5♣ = 1 or 4  
5♦ = 3 or 0  
5♥ = 2 w/o Q  
5♠ = 2 with Q

## Exclusion Blackwood

After a fit, any bid at 5 level shows void in that suit and ask partner to name the aces outside of the void suit.

5♣ (void in ♣): 5♦/5♥/5♠, 0/1/2 aces

5♦ (void in ♦): 5♥/5♠/5NT, 0/1/2 aces

5♥ (void in ♥): 5♠/5NT/6♣, 0/1/2 aces

## Lebensohl slow approach

1NT - 2♥/2♠ - double = penalty

2 level bid = 5 card suit NF

2NT = ask opener to bid 3♣

3 level suit bid = 5 card suit, F

3 level cue bid = **No stopper** + 4 card in unbid suit, GF

3NT = **no stopper**, no 4 card in unbid suit

After 3♣ from opener: new suit = 5 card suit, NF

cue bid = 4 card in unbid suit + stopper, GF

3NT = no 4 card in unbid suit + stopper